

Additional Magic Items

A supplement for the magic items in the DMG

The ten magic items found in this document are intended as an optional supplement to be used in conjunction with the magic items found in the Dungeon Masters guide.

by Ethan D.



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Beholder Eyestalk Bowstring

Weapon (modification for bows and crossbows), very rare (requires attunement by a creature with an alignment other than good)

This bowstring was crafted by weaving the eyestalks of a beholder together into a single bowstring. The bowstring still radiates the alien presence of the beholder from which it was created and continuously threatens to overwhelm the mind of its wielder.

While a bow strung with this bowstring is on your person, at the start of each day you must succeed on a DC 10 Charisma saving throw or be subject to a madness effect on the Long-Term Madness table on page 260 of the *Dungeon Master's Guide* randomly determined by the DM. This bowstring has 8 charges that can be used for the following effects. It regains 1d8 charges per day.

You can expend 2 charges to cast either *dispel magic* or *counterspell* from the bowstring. Additionally, once per round, when you make an attack from this bowstring, you can expend 1 charge and roll on the following table and add the resulting effect to your attack on a hit. The DC for each effect is 15.

d10	Save	Effect
1	Wis	<i>Charm</i> : Target is charmed by you for 1 minute or until you harm it again.
2	Con	<i>Paralyze</i> : Target is paralyzed for 1 minute and may repeat the saving throw at the end of each of its turns.
3	Wis	<i>Fear</i> : Target is frightened of you for 1 minute and may repeat the saving throw at the end of each of its turns.
4	Dex	<i>Slow</i> : For 1 minute, the target's speed is halved, it cannot take reactions, and it can take an action or bonus action on its turn, but not both. The target may repeat the saving throw at the end of each of its turns.
5	Con	<i>Enervation</i> : Target takes an additional 4d8 necrotic damage.
6	Str	<i>Telekinesis</i> : You may move the target 30 feet in any direction and the target is restrained by you until the start of your next turn or until you are incapacitated.
7	Wis	<i>Sleep</i> : Target falls asleep for 1 minute or until someone uses an action to

d10 Save Effect

		wake it, or it takes damage.
8	Dex	<i>Petrification</i> : Target turns to stone and is restrained and may repeat the saving throw at the end of its next turn. On a success the effect ends. On a failure, the target is petrified until freed by the <i>greater restoration</i> spell or other magic.
9	Con	<i>Disintegration</i> : Target takes an additional 4d8 force damage. If this reduces the target to 0 hit points, its body becomes a pile of fine gray dust.
10	Con	<i>Death</i> : Target takes an additional 5d10 necrotic damage. The target dies if the ray reduces it to 0 hit points, even if it would ordinarily make death saving throws.

Blade of Manic Intelligence

Weapon (any bladed weapon), very rare (requires attunement)

While wielding this sword, your intelligence is bolstered, but at the cost of your sanity. Your Intelligence score increases by 2 to a maximum of 24. Whenever you make a successful attack roll with this blade, the target makes a DC 15 Intelligence saving throw. On a failure the target's Intelligence score is temporarily reduced by 1 and your Intelligence score is raised by 1. This increase and decrease is reset after a short or long rest.

Curse: This blade is cursed, a fact that is revealed only when an *identify* spell is cast on it. Attuning to the weapon curses you until you are targeted by a *remove curse* spell or similar magic; removing the armor fails to remove the curse. While cursed, you must make a DC 10 Wisdom saving throw the first time the blade is used after each long rest. On a fail, you are subject to a madness effect on the Long-Term Madness table on page 260 of the *Dungeon Master's Guide* randomly determined by the DM. Additionally, if the blade steals 10 points of Intelligence before you take a short or long rest, you are subject to a madness effect on the Indefinite Madness table on page 260 of the *Dungeon Master's Guide* randomly determined by the DM. All madness effects resulting from using this blade can be suppressed by a *calm emotions* spell. A *lesser restoration* spell can remove long-term madness effects, but a *greater restoration* spell is required to remove indefinite madness effects.

Bracelet of Poisonous Serpents

Wondrous item, uncommon

The eyes of this serpent shaped bracelet glint as if alive and the fangs in its open mouth drip with poison.

As a bonus action, you may speak the bracelet's command word to animate it into a poisonous snake and command it mentally (stats for the poisonous snake can be found in the Players Handbook on page 308, or in the Monster Manual on page 334). On future turns you can use your bonus action to command it again as long as it is within 60 feet of you. Additionally, while the bracelet is animated, you can use your action to cast *beast sense* on it at will. If your turn ends and the animated snake is more than 60 feet away from you, or if the serpent is reduced to 0 hit points, the bracelet returns to its unanimated form. After the bracelet has returned to its unanimated form, whether it dropped to 0 hit points, you ended your turn more than 60 feet away, or you spoke the command word, this property cannot be used until the next dawn.

When the bracelet is not animated, you can use your action to coat a weapon with the basic poison found in the Player's Handbook. Once this property has been used, you cannot use it until the next dawn.

Dragon Tooth Arrowheads

Weapon (modification for arrow ammunition), uncommon-legendary (depending on age of dragon)

These arrow heads were carved from dragon teeth and soaked for a year in the gland harvested from the throat of the dragon that is responsible for producing its breath weapon.

These arrowheads are as innately magical as the beast from which they are harvested and weapon attacks made with ammunition tipped with these arrows have a +1 bonus to attack and damage rolls. Additionally, these arrows grant additional benefits based on the dragon from which they were harvested:

Bonus Damage and Save DCs

Age	Chromatic	Metallic
Wyrmling (uncommon)	1d6	1d4, save DC 11
Young (rare)	2d8	2d6, save DC 14
Adult (very rare)	4d10	3d8, save DC 18
Ancient (legendary)	6d12	4d10, save DC 21

Damage Type and Failed Save Effects

Dragon	Damage	Save and Effect
Blue	Lightning	-
White	Cold	-
Black	Acid	-
Red	Fire	-
Green	Poison	-
Brass	Fire	Con, target falls asleep for 1 minute or until someone uses an action to wake it, or it takes damage.
Bronze	Lightning	Dex, target is pushed 30 feet.
Copper	Acid	Con, for 1 minute target can't use reactions, speed is halved, can't make more than one attack on its turn, can use bonus action or action on turn but not both. The creature can repeat the saving throw at the end of each of its turns.
Gold	Fire	Str, the target has disadvantage on strength checks, saves, and attacks for 1 minute. The creature can repeat the saving throw at the end of each of its turns.
Silver	Cold	Con, the target is paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns.

Lenses of Truth

Wondrous item, rare

The lenses of these glasses have been enchanted to reveal the truth about the world.

When worn, you can speak the command word and gain true sight in a radius of 60 feet. You can have these lenses active for a total of 4 hours, all at once or in several shorter bursts, each one using a minimum of 1 minute from the duration. The lenses regain 2 hours of use for every 12 hours they are not used.

Moon Bow

Weapon (longbow or shortbow), rare

This magic bow is strung with the very light of the moon. It fires pure bolts of moonlight that deal

radiant damage instead of piercing and attacks made from this bow count as magical for the purposes of overcoming resistances from non-magical sources. Otherwise, the moonlight fired from this bow is the same as mundane arrows.

When used in the light of the moon, the bowstring of this bow glows brighter than normal, shedding bright light in a radius of 15 feet and dim light for an additional 15 feet. Additionally, the moon deals an extra 1d6 damage per hit or 2d6 damage under the light of a full moon.

Ring of Growing and Shrinking

Ring, uncommon (requires attunement)

This ring has 3 charges and regains 1d4 - 1 charges at the end of each day.

You can use your action to expend 1 charge to cast *enlarge/reduce* on yourself. Alternatively you can spend all 3 charges to double the size increase or decrease. For example, if you are a Medium creature, expending one charge allows you to become either Large or Small, but expending all 3 charges allows you to become Huge or Tiny instead. The damage increase and decrease that results from changing size also doubles when you become Huge or Tiny (making it + or - 2d4). You can end the enlarge or reduce effect as an action.

Sack of Arrowhead Seeds

Wondrous item, uncommon

Inside this burlap sack are seeds that look remarkably like arrowheads. These seeds are in fact the seeds of the rare Arrowhead plant.

When found this bag contains 3d10 + 3 seeds. The seeds are the size of pumpkin seeds but are shaped like arrowheads. As an action, you can plant up to 4 of these seeds in soil or sand within 5 feet of you. For the next 8 hours, when a creature other than you moves within 15 feet of the seeds or starts its turn within 15 feet of the seeds, one of them transforms into an arrow and flies up to strike it. The target must make a Dexterity saving throw and takes 1d6 damage on a failed save. The arrow is then destroyed.

If the seed remains in the ground after the 8 hour duration, an arrowhead seed plant begins to grow, but will wither and die unless taken care of thoroughly. If you spend 2 hours per day for 1 month, the arrowhead seed will bear fruit, producing 1d10 + 1 more seeds.

Silver Gemini Dagger

Weapon (dagger), uncommon

This silver dagger glistens and reflects more than it ought.

You have a +1 bonus to attack and damage rolls made with this silvered magic weapon. Additionally, you can use a bonus action to speak the dagger's command word and cause it to split into two identical daggers. Each is an exact duplicate of the other. While the daggers are merged into a single dagger, they reflect their surroundings normally, but if the daggers have been separated, when you look into the reflection of one dagger, you will see whatever is reflecting in the paired dagger as long as they are on the same plane of existence. If the daggers are on separate planes of existence, they will not reflect anything. If both daggers are within 5 feet of each other, you can use a bonus action to speak the command word again to combine them into a single weapon again.

If one of the daggers is destroyed while the dagger is separated, the other dagger loses its magic and becomes a mundane silver dagger.

Unicorn Hair Bowstring

Weapon (modification for bows and crossbows), rare (requires attunement by a creature of good alignment)

This bowstring was woven from hair from the mane of a unicorn who bestowed it upon the maker willingly.

While a bow strung with this bowstring is on your person, you can cast *druidcraft* and *detect evil and good* at will and *calm emotions*, *dispel evil and good*, and *entangle* once per day each. In addition, twice per long rest, you may choose to do an additional 1d8 radiant damage when you make attacks with this bowstring.